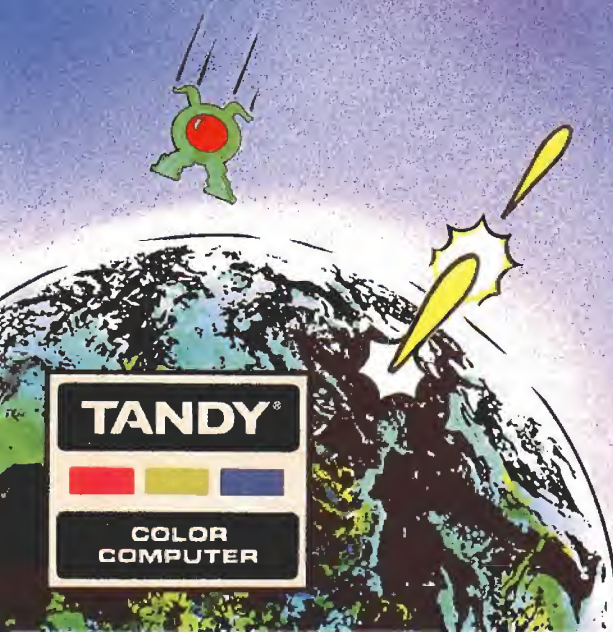


SPACE

INTRUDERS

PROGRAMMING BY
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CAT NO. 26-9676

LOADING

1. Turn on disk drive, computer and TV (or monitor).
2. Insert 'Space Intruders' disk into drive 0.
3. Type LOADM"SPACE" and press the <ENTER> key.
4. Program will load and auto start.
5. Remove disk and store in a safe place.

CONTROLS

1. Start game : Press J for Joystick mode or K for Keyboard mode.
2. Move cannon: Left/Right arrow keys in keyboard mode.
Joystick lever left/right in joystick mode.
3. Fire laser : Spacebar in keyboard mode. Button in joystick mode.
4. Pause game : Press CTRL and P simultaneously.
5. Abort game : Press CTRL and A simultaneously.

SCORING

1. 20 points for any Intruder in the bottom two rows.
2. 30 points for any Intruder in the next two rows.
3. 40 points for any Intruder in the top row.
4. 100, 200, 300, 400 or 800 points for UFO.
5. Extra laser cannon at 5000 points.

DANGERS

1. When laser cannon is hit by enemy missile, it is destroyed.
2. When all laser cannons destroyed, game is over.
3. If any Intruder reaches ground level (Invade), game is over.
4. If mother ship (Wave 9) reaches ground level, game is over.

BONUS

UFO scoring is random except for every 25th shot of your cannon. Saving the 25th shot (from start of each wave) for the UFO will always earn you 800 points.

You can achieve a 1000 point Super-Bonus at the end of each wave by making sure that the last Space Intruder you destroy is one from the original bottom row.

STRATEGY

The army moves from side to side, advancing down each time it reaches either extremity of the screen. Destroying the outer columns of Intruders delays thier downward progression.

The Intruders cannot fire missiles when they are one level away from ground level (Invade).

Don't randomly destroy the Intruders but try keeping them tightly together. The less Intruders left, the faster they move. Things can get a little 'sloppy' especially in the later waves.

REQUIREMENTS

- * Tandy 128K/512K Color Computer 3
- * Disk Drive
- * Television or monitor
- * Joystick (optional)

SCENARIO

Enemy alien creatures have been identified entering our solar system, thier destination, our home planet! Thier goal, the total annihilation of our race. They must not be allowed to land!

As you position yourself at the helm of a giant particle beam laser cannon, you sense that sinister hardbeat rhythm of the Space Intruders as they break through the cloud cover. You immediately unleash the awesome power of your cannon destroying them one by one as they descend towards the planet surface.

Suddenly a report comes to you from control headquarters. A gigantic alien vessel has also entered the solar system. Could it be the grand Alien Superior?!

Space Intruders is an action arcade game featuring high quality 16 colour graphics and sound effects for your Tandy Color Computer 3.

Programming Copyright 1988 by Nickolas Marentes

Programming and packaging by Nickolas Marentes. Cover artwork by Peter Lightfoot Graphics Design. Game testing by 'The North Family', Kim Graham and Andrew Savva. Distributed in Australia by InterTan Pty Ltd.
